CHANNEL F™

FAIRCHILD VIDEO ENTERTAINMENT COMPUTER

VIDEOCART™-26

ALIEN INVASION

TO PLAY: PRESS RESET

Press button:

1—Decrease game number or twist hand controller left

2—Increase game number or twist hand controller right

Sound Control — press button 3 to switch sound on/off

Start game — press button 4 or pull hand controller UP

Game Number	1	2	3	4	5	6	7	6	9	10
Number of Players	1	1	1	1	2	2	2	2	2	2
No. of Player Missiles	1	1	2	2	1	1	2	2	1	1
No. of Alien Missiles	2	4	2	4	2	4	2	4	2	4

------------------------[VIDEOCART 26: ALIEN INVASION]----------------------
---------------------------------[by Ice Queen Zero]---------------------------
-----------------------------------[Channel F]--------------------------------
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      INTRODUCTION
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Space Invaders has seen seen its share of clones over the years even around the time it first came out. Alien Invasion is no different most of the time. One of the unique things in Alien Invasion is that all aliens are drawn differently in each row but the Space Invader concept is still the same. It is also the final game in the numbered series.

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       DISCLAIMER
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For my other guides: http://www.gamefaqs.com/features/recognition/74803.html

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       CONTROLS
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Console and Controller

Plunge Down: Shoot
Pull up: Start game
Twist Left: Decrease game number
Twist Right: Increase game number

Left/Right: Move in that direction
4: Pause/Start game/unpause

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         STORY
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The aliens are invading the planet Earth. It is up to you a lonely fighter gun (or two if you got a friend) to put an end to the extraterrestrial assault from above.

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         ALIENS
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The aliens appear in the follow order from the bottom row up and here are the point values for killing them.

The Amozian - 10 Points

The Bolonian - 20 Points
The Sentorian - 30 Points
The Dermonian - 40 Points
The Erodian - 50 Points
Orbiting Mothership Control Station - 250 Points

The Mothership will occur randomly from so time a shot to nail it as it passes by at the top of the screen.

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GAMEPLAY
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-The aliens move left and right. When any alien reaches the edge of the screen, the entire colony will move down a row.

-It is best to attack the aliens on the ends because that will take the aliens longer to come down. Other words, shorten the whole end colum to slow down the aliens' descent.

-The aliens will not take shots like sitting ducks. They will rain their bullets down on you. There will be lots of them. That's where the three barriers come into play. They take damage from either side thus they can protect you as well as protect the aliens from shots.

-As more aliens are destroyed, the colony will start to move faster. It is much harder to shoot the aliens and you must time your shots to head the aliens off at the past.

-When one wave is completely destroyed, the next wave will come in. This will continue on until all lives are lost. The next wave comes in closer to earth.

-Killing the last alien nets you 500 points.

-2 players can play simultaneously. They share the same barriers and the whole field. Ya'll can choose to co-operate or compete. Competing lets you see who can get the most points and/or survive longer. If ya'll decide to co-operate, ya'll can stay on opposite ends and pick off any aliens nearing the sides.

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VARITATIONS
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Twist Left or Right to decrease/increase the game number between 1 to 10.

Game 1: 1-player
Game 2: 1-player, 4 alien missiles onscreen
Game 3: 1-player, shoot 2 missiles on screen
Game 4: Game 2 + Game 3
Game 5: Alternating 2-player
Game 6: Game 2 + Game 5
Game 7: Game 3 + Game 5
Game 8: Game 4 + Game 5
Game 9: 2-player co-op
Game 10: Game 2 + Game 9

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CREDITS
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Zircon for making the game.

GameFAQs for hosting my FAQ as well as my reviews.

The readers for reading the FAQ.

My mother Chiguretha Lamphear and aunt Pansela Rogers for writing the original FAQ and letting me remake it.

My grandpa, Jageau "Jagged O" Steile Sr. for having the actual Channel F unit.

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CONTACT ME
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My email address is here if you have any questions to ask about this FAQ or give any suggestions.

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Don't want any email bots.

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